

NOW AVAILABLE

JOIN THE FREESTYLE REVOLUTION



PLAY THE POINT



ENHANCED EA SPORTS™ FREESTYLE CONTROL



TOTAL CONTROL OF ANY PLAYER



FEATURES

▶ ENHANCED EA SPORTS™ FREESTYLE CONTROL

Express your game with signature moves, mid-air passes, and more—it's a complete revolution in the way the game is played.

▶ STEP IT UP

Control players without the ball anywhere on the court with Off Ball Play or play the point and run team-specific sets with a single button.

▶ BUILD A POWERHOUSE DYNASTY

Recruit free agents, import top college players, and build your team into a perennial powerhouse in Dynasty Mode™.

▶ NEW EA SPORTS™ BIO

Unlock special rewards in NBA LIVE 2004 by playing multiple titles including Madden NFL™ 2004, NCAA® Football 2004, and more.

▶ NEW ALL-STAR ANNOUNCER TEAM

Hall of Fame announcer, Marv Albert and Mike "The Czar" Fratello provide the most authentic play-by-play commentary available.

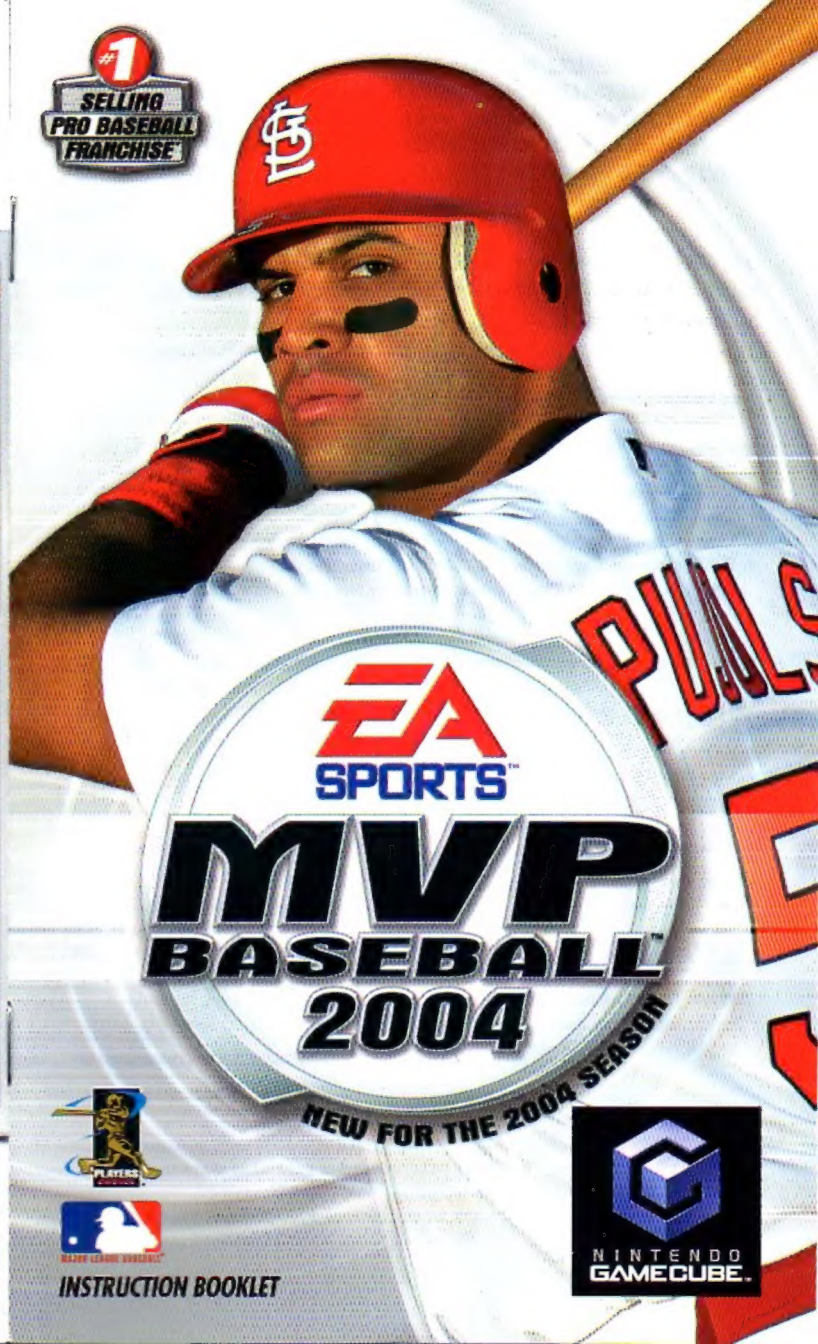


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*Based on total franchise sales in 2002 according to the NPD Group, Inc.



INSTRUCTION BOOKLET



**EA
SPORTS™**
**MVP
BASEBALL™**
2004

NEW FOR THE 2004 SEASON

EmuMovies

Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, CA 94065

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

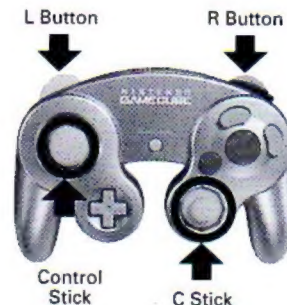
⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



**THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TVs.**



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CONTENTS



GETTING STARTED.....	4
COMMAND REFERENCE.....	5
BASIC CONTROLS.....	6
COMPLETE CONTROLS	7
PLAY NOW.....	11
ON THE DIAMOND.....	11
MINOR LEAGUES.....	12
OTHER GAME MODES.....	13
EXHIBITION	13
DYNASTY MODE™	13
HOME RUN SHOWDOWN.....	14
PITCHER SHOWDOWN	15
MANAGER MODE.....	15
SCENARIO EDITOR	15
MY MVP	16
EA SPORTS™ BIO	16
USER PROFILES	17
MVP REWARDS.....	17
OTHER MAIN MENU OPTIONS	18
SAVING AND LOADING	18
LIMITED 90-DAY WARRANTY.....	19

GETTING STARTED

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *MVP Baseball™ 2004* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *MVP Baseball 2004* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *MVP Baseball 2004* title screen, press **START/PAUSE** to advance to the Main menu.

For more information on *MVP Baseball 2004* and other EA SPORTS™ titles, visit EA SPORTS on the Web at www.easports.com.

COMMAND REFERENCE



NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ↕
Change highlighted item	+Control Pad or Control Stick ⇌
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode. In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in Progressive Mode?" appears. Select YES to activate the mode.

BASIC CONTROLS

Lace up your cleats, grab your glove, and check out these basic controls: it's game time.

- ❖ These are just the basics. For a complete list of controls, ➤ *Complete Controls* on p. 7.

PITCHING

Choose pitch location	Control Stick
Throw a pitch	A Button, X Button, B Button, Y Button, or R Button (hold, release at the end of the pitch meter, then press again in the green accuracy zone at beginning of pitch meter)

BATTING

Swing	A Button
Square to Bunt	Z Button + A Button (release to pull back)

BASERUNNING

Control runner at 1st/2nd/3rd	X Button/ Y Button/ B Button
Steal/Choose base destination	➤ Control Pad (toward base)
Advance/retreat all runners	L Button/ R Button
Slide	➤ <i>EA SPORTS™ Big Play Control</i> on p. 10

FIELDING

Move fielder	Control Stick
Throw to 1st/2nd/3rd/Home	X Button/ Y Button/ B Button/ A Button (hold to power up, release to throw)
Change Fielder	L Button

COMPLETE CONTROLS



It's easy to jump into *MVP Baseball 2004* and play like a pro. Here's all you need to know to start your Major League Baseball™ career.

OFFENSE

With the new EA SPORTS™ Pure Swing System, you have more control to slap a single the other way, drill an extra-base hit down the line, or blast a hanging curve into the bleachers.

BATTING

Swing	A Button
Square to Bunt	Z Button + A Button (release to pull back)

- ❖ The strike zone is divided into nine colored squares. Red squares mark the batter's hot zones. Blue squares are the batter's cold zones. Clear squares are neutral for the batter.

EA SPORTS™ PURE SWING SYSTEM

Take unprecedented control at the plate by pressing the Control Stick during your swing.

- ❖ The results of your swing depend on your timing, anticipating the location of the pitch, and the direction you press the Control Stick.
- ❖ For the best results, push the Control Stick towards the location of the pitch.
- **To hit the ball in the air**, press the Control Stick **↖**/**↑**/**↗** while swinging. This increases the chances of hitting a fly ball, but also increases your chances of missing the ball if the pitch isn't up in the zone. Low pitches are very difficult to hit into the air.
- **To hit the ball on the ground**, press the Control Stick **↙**/**↓**/**↘** while swinging. Keep in mind that high pitches are very difficult to hit on the ground.
- **To hit the ball to the left**, press the Control Stick **↙**/**←**/**↖** while swinging. For the best results, use this technique when the pitch is coming in on the left side of the plate.
- **To hit the ball to the right**, press the Control Stick **↘**/**→**/**↗** while swinging. For the best results, use this technique when the pitch is coming in on the right side of the plate.

BASERUNNING

Control runner at 1st/2nd/3rd	X Button/Y Button/B Button
Steal/Choose base destination	⬆Control Pad (toward base you are trying to steal)
Slide	➤ EA SPORTS™ Big Play Control on p. 10
Retreat runner	R Button
Advance/stop all runners	L Button/Z Button
Increase/decrease leadoff	C Stick ⇄

NOTE: If you do not select a runner, your baserunning command defaults to the lead baserunner.

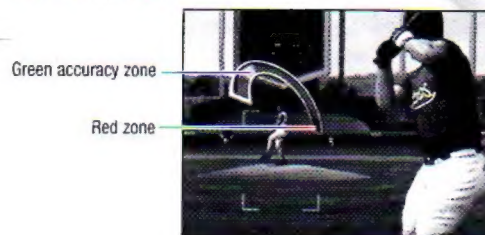
➤ To steal, press the X Button, B Button, or Y Button to select your runner, then press the ⬆Control Pad to select the base to steal. Press the R Button to stop all runners.

DEFENSE

PITCHING

Choose pitch location	Control Stick
Throw a pitch	A Button, X Button, B Button, Y Button, or R Button
Pickoff attempt	L Button + X Button, B Button, or Y Button
Pitchout	L Button + A Button
Intentionally hit a batter	L Button and ⬆Control Pad ⇄
Intentionally walk a batter	L Button + ⬆Control Pad ⇄
Choose infield/outfield alignment (before pitch)	Z Button (hold) + Control Stick ⇄ (Control Stick ⇄ to choose a category)
View pitch history	Z Button (hold) + C Stick ⇄ to toggle at bats
View Bullpen/Dugout menu	Z Button + ⬆Control Pad ⇄ (⬆Control Pad ⇄ to toggle between bullpens and dugouts)

PITCH METER



TO THROW A PITCH:

1. Press and hold the Controller Button that corresponds to the pitch you want to throw. The bar inside the pitch meter begins moving.
 2. Release the pitch button when the bar reaches the end of the pitch meter. The closer your release point is to the end of the meter, the more effective the pitch is.
 3. Press the pitch button again when the bar is within the green accuracy zone near the beginning of the pitch cycle to determine the pitch's accuracy.
- ❖ The effect of a bad pitch depends on the type of pitch. For example, ineffective fastballs are slower than normal, and less effective breaking pitches are flatter.
 - ❖ If a pitcher misses the green accuracy zone by a considerable amount, an indicator (red for hot zone, blue for cold zone, yellow for ball) appears to tip off the batter to the location of the pitch.

PITCH SELECTION

Your pitcher's pitch selection appears on-screen. Not all pitchers have the same arsenal of pitches. A pitcher's four-seam fastball is always assigned to the A Button. The remaining pitches are assigned to the X Button, the B Button, the Y Button, and the R Button (though not all pitchers have five pitches).

FIELDING

Your first of many Gold Gloves awaits.

Move fielder	Control Stick
Change fielders	L Button
EA SPORTS™ Big Play Control (➤ p. 10)	C Stick
Throw to home, 1st, 2nd, and 3rd	A Button, X Button, Y Button, and B Button (hold to power up, release to throw)
Throw to the cut-off man	R Button

- ❖ If you power up the throw into the red zone, you throw harder, but less accurately, which could result in an error.
- ❖ If you select to throw to either a base or the cut-off man before the ball arrives, the fielder begins his throw immediately upon receiving the ball.



EA SPORTS™ BIG PLAY CONTROL

Using the all-new EA SPORTS™ Big Play Control, you can climb the fence to rob home runs, make spectacular diving catches, slide around tags, and more.

FIELDING

- To dive or stretch for a ball just out of your reach, press the **C Stick** \leftarrow/\rightarrow toward the ball.
- To climb the wall to snag a would-be home run or jump for a ball over your head, press the **C Stick** \uparrow .
- To make a sliding catch, press the **C Stick** \downarrow as the ball approaches.

BASERUNNING

Timing is the key to a perfect slide. Use EA SPORTS Big Play Control to create havoc on the base paths.

Head-first slide	C Stick \uparrow
Head-first slide to the left/right side of the bag	C Stick \swarrow/\searrow
Pop-up slide	C Stick \downarrow
Hook slide to the right/left side of the bag	C Stick \swarrow/\searrow
Dislodge ball from catcher	C Stick \uparrow

NOTE: The CPU automatically adjusts your defensive alignment based on the situation. However, you can override this by choosing the infield and outfield alignments yourself.

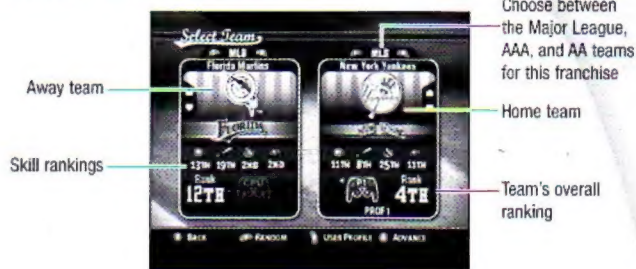
PLAY NOW

Pick your teams and get on the field. In Play Now mode, it's that simple.

TO START A PLAY NOW GAME:

1. Select **PLAY NOW** from the Main menu. The Select Team screen appears.

SELECT TEAM SCREEN



2. From the Select Team screen, move the Controller icon beneath the team (Home or Away) you want to play as.
- ❖ The Select Team screen shows rankings for pitching (baseball icon), batting (bat icon), fielding (glove icon), and speed (shoe icon).
3. Select the teams, choose jerseys, and then select your difficulty setting. That's it. It's game time.

ON THE DIAMOND

Baseball is a game of strategy, so take a good look at the field before making your next move.

GAME SCREEN



PAUSE MENU

To access the Pause menu, press **START/PAUSE**.



MINOR LEAGUES

For the first time ever, you can play as any AA or AAA team. The following list shows each Major League Baseball™ team and its minor league affiliates.

TEAM	AAA AFFILIATE (ABBREVIATION)	AA AFFILIATE (ABBREVIATION)
Anaheim Angels (ANA)	Salt Lake Stingers (SL)	Arkansas Travelers (ARK)
Arizona Diamondbacks (ARI)	Tucson Sidewinders (TUC)	El Paso Diablos (EP)
Atlanta Braves (ATL)	Richmond Braves (RIC)	Greenville Braves (GRE)
Baltimore Orioles (BAL)	Ottawa Lynx (OTT)	Bowie Baysox (BOW)
Boston Red Sox (BOS)	Pawtucket Red Sox (PAW)	Portland Sea Dogs (PSD)
Chicago Cubs (CHC)	Iowa Cubs (IOW)	West Tenn Diamond Jaxx (WT)
Chicago White Sox (CWS)	Charlotte Knights (CHA)	Birmingham Barons (BIR)
Cincinnati Reds (CIN)	Louisville Bats (LOU)	Chattanooga Lookouts (CHT)
Cleveland Indians (CLE)	Buffalo Bisons (BUF)	Akron Aeros (AKR)
Colorado Rockies (COL)	Colorado Springs Sky Sox (CS)	Tulsa Drillers (TUL)
Detroit Tigers (DET)	Toledo Mud Hens (TOL)	Erie SeaWolves (ERI)
Florida Marlins (FLA)	Albuquerque Isotopes (ALB)	Carolina Mudcats (CAR)
Houston Astros (HOU)	New Orleans Zephyrs (NO)	Round Rock Express (RR)
Kansas City Royals (KC)	Omaha Royals (OMA)	Wichita Wranglers (WIC)
Los Angeles Dodgers (LA)	Las Vegas 51s (LV)	Jacksonville Suns (JAX)
Milwaukee Brewers (MIL)	Indianapolis Indians (IND)	Huntsville Stars (HUN)
Minnesota Twins (MIN)	Rochester Red Wings (ROC)	New Britain Rock Cats (NB)
Montreal Expos (MON)	Edmonton Trappers (EDM)	Harrisburg Senators (HAR)
New York Mets (NYM)	Norfolk Tides (NOR)	Binghamton Mets (BNG)
New York Yankees (NYY)	Columbus Clippers (CLS)	Trenton Thunder (TRE)
Oakland Athletics (OAK)	Sacramento River Cats (SAC)	Midland RockHounds (MID)
Philadelphia Phillies (PHI)	Scranton/Wilkes-Barre Red Barons (SWB)	Reading Phillies (REA)
Pittsburgh Pirates (PIT)	Nashville Sounds (NSH)	Altoona Curve (ALT)
San Diego Padres (SD)	Portland Beavers (POR)	Mobile BayBears (MOB)
San Francisco Giants (SF)	Fresno Grizzlies (FRE)	Norwich Navigators (NOW)
Seattle Mariners (SEA)	Tacoma Rainiers (TAC)	San Antonio Missions (SA)
St. Louis Cardinals (STL)	Memphis Redbirds (MEM)	Tennessee Smokies (TEN)
Tampa Bay Devil Rays (TB)	Durham Bulls (DUR)	Montgomery Biscuits (MNT)
Texas Rangers (TEX)	Oklahoma RedHawks (OKL)	Frisco RoughRiders (FRI)
Toronto Blue Jays (TOR)	Syracuse SkyChiefs (SYR)	New Hampshire Fisher Cats (NH)

OTHER GAME MODES

MVP Baseball 2004 gives you enough game modes to keep you busy all the way from the offseason to the World Series.



EXHIBITION

Set up a one-time game with the rules you want. Every detail is up to you—you're in charge.

NOTE: You set up a game in Exhibition mode like you would a Play Now game. However, Exhibition mode gives you a bit more control over rosters and options.

DYNASTY MODE™

General manager, player, or manager—with Dynasty Mode, you get to be them all. From setting the day-to-day lineup to signing free agents, you control every aspect of your team—from the Major League Baseball™ team all the way through the AAA and AA squads.

DYNASTY MANAGEMENT

The Dynasty Management screen is your hub to build your team into a contender. After you select a team and set your options, Season 1 begins.

DYNASTY MANAGEMENT SCREEN

Read messages from players, staff, and media

► Team Management on p. 14

Check out your upcoming games

Keep up on standings, statistics, and league news

Review your team goals



Advance to next day on the schedule

Change the display between: today's opponents, your next three games, team budget, and division standings

► Saving and Loading on p. 18

TEAM MANAGEMENT

Conduct trades and tinker with the lineup to bring together and maintain a quality squad.

TRANSACTIONS

Trade players and sign free agents.

ROSTERS

Adjust your team roster, see who's on the disabled list, create a player, and more.

PAYROLL

Review your current players' contracts. Exclamation marks appear next to players who are in the final year of their contract.

- ❖ Your Budget, payroll, and points in the bank are at the bottom of the screen. Decrease payroll and add points to the bank by releasing players. You are penalized if you release a player who is still under contract.

TO OFFER A PLAYER A NEW CONTRACT:

1. Select a player from the Payroll screen. The Player Contract screen appears.
 2. View the terms that the player is asking, then adjust the Points and Term as you see fit.
 3. Select Make Offer or Release Player. If you make an offer, the player either rejects or accepts your offer.
- ❖ If your offer is rejected, you may make another one, as long as the player has not refused to negotiate with you.

NOTE: Every time you achieve a goal you increase your manager rating, which gives you the opportunity to receive a contract extension with your current team if they are happy with your performance. You can also receive contract offers with other teams down the road.

OFF-SEASON

The off-season is your chance to improve your roster by resigning your players, courting free agents, and drafting new talent.

- ❖ Spring training marks the end of the off-season. Use this opportunity to try out your new players and set your opening day lineup.

HOME RUN SHOWDOWN

Bust out the serious lumber and aim for the bleachers. The first player to reach the target distance wins.

- To start a Home Run Showdown, set up the game like you would for an Exhibition game (➤ p. 13), choose the target distance for the showdown, and then start swinging.
- ❖ Fair balls add distance to your total in feet—foul balls subtract from your total. Home runs give you a 100-foot bonus, while strikes subtract 100 feet. Money Balls double the score of any fair ball.

PITCHER SHOWDOWN

It's all about racking up the Ks in the all-new Pitcher Showdown. The first pitcher to reach the point level wins.

- To start a Pitcher Showdown, set up the game like you would for an Exhibition game (➤ p. 13), choose a point total for the match-up, and get ready to bring the heat.
- ❖ You attempt to record 3, 6, or 9 strikeouts—you receive +1 for each strikeout, -1 for each HR allowed, and -1 for each walk.

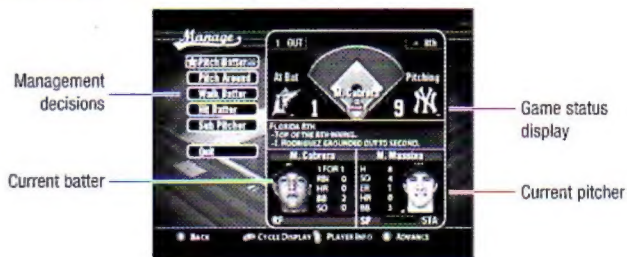
MANAGER MODE

Sometimes you want to just sit back and manage the action. Manager Mode puts the strategy of the game completely in your hands, while leaving the on-the-field execution to the players.

- To start a Manager Mode, choose your gameplay options, then proceed like you would for an Exhibition game (➤ p. 13).

NOTE: Manager Mode is a one-player only mode.

MANAGER MODE SCREEN



SCENARIO EDITOR

Two outs, bottom of the ninth, bases loaded—instantly throw yourself into any game situation.

- To play a certain situation, pick all the details of the match-up, and then proceed like you would in Exhibition mode (➤ p. 13).



MY MVP

My MVP is the home of your EA SPORTS Bio, User Profiles, MVP Rewards, Trophy Room, and your User Stats.

EA SPORTS™ BIO

Your EA SPORTS Bio is a file shared between EA SPORTS games via your Nintendo GameCube™ Memory Card that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS Bio from the My MVP screen, with a Memory Card in Nintendo GameCube™ Memory Card Slot A, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level.

EA SPORTS GAMER LEVELS

You start out as a Level 1 gamer. There are three ways to earn credit toward a promotion to the next level:

- ❖ EA SPORTS titles played
- ❖ Amount of time playing the games
- ❖ Number of games played and completed

NOTE: You earn bonus points for games you win.

ACCOMPLISHMENTS

In each EA SPORTS game, there are accomplishments you can achieve that vary by title. You can view your five Major Accomplishments and your Recent Accomplishments.

NOTE: MVP Baseball 2004 only supports EA SPORTS Bio in Memory Card Slot A.

USER PROFILES

Don't let all your hard work go to waste. Create up to four User Profiles to keep track of and save your accomplishments and stats.

- ➔ Add, edit, and delete your profiles in the User Profiles screen.

MVP REWARDS

If you want to see Cy Young pitch to Jackie Robinson in the Polo Grounds, this is where you can make it happen. Earn MVP points by completing various tasks, then use those points to unlock legendary teams and players, retro jerseys, and classic stadiums. Accumulated MVP points are added to your User Profile, so don't forget to save your Profile after completing a task.

- ➔ Check out the MVP Points Checklist to see what you need to do to earn those MVP points.

MVP POINTS CHECKLIST SCREEN

Game mode you must use to complete task



User Profile and MVP points earned

MVP points up for grabs

Description of the task



OTHER MAIN MENU OPTIONS

You control every detail of the action. Customize rosters, and choose your options.

ROSTER MANAGEMENT

Shift the balance of power in the league or level the playing field by making changes to any team's roster.

- ❖ After selecting ROSTER MANAGEMENT from the Main menu, you can sign or release free agents, trade players, create your own players, and edit player attributes.

OPTIONS

From Audio and Gameplay Options to the songs played from the Jukebox, use the Options menu to truly make *MVP Baseball 2004* your game.

- ❖ Save your Options to a Memory Card so they can be loaded anytime you play (► below).

SAVING AND LOADING

You can save or load Options configurations, Rosters, and Dynasty Mode seasons.

NOTE: *MVP Baseball 2004* only supports Memory Card Slot A.

- ❖ A saved Options configuration and the last User profile saved to a Memory Card load automatically at boot-up.

TO SAVE A GAME OR CONFIGURATION:

1. At the Save screen, select a new file to save or overwrite an existing one.
2. Enter a name for the saved file, if applicable.
3. A pop-up window appears when the save is complete.

NOTE: You can only save one set of Options and it can't have a custom save name.

NOTE: Never insert or remove a Memory Card when loading or saving files.

LIMITED 90-DAY WARRANTY



ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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